1.   In a system including a client that has a connection with a source, wherein the connection has a bandwidth and wherein the client has a memory, a method for displaying a video stream without suppressing the video stream, the method comprising:

decoding and processing the video stream received by the client from the source, wherein memory and resources of the client are required to decode and process the video stream;

monitoring the memory and resources of the client as the video stream is decoded and processed to ensure that the client has sufficient memory and resources to decode and process the video stream; and

decoding and processing only key frames of the video stream if the client does not have sufficient memory and resources to decode and process the video stream, wherein other frames of the video stream are discarded by the client and only the key frames are displayed.

2.   A method as defined in claim 1, wherein decoding and processing only key frames of the video stream further comprises decoding and processing intra frames.

3.   A method as defined in claim 2, wherein decoding and processing only key frames of the video stream further comprises one or more of:

processing each intra frame of the video stream;

processing some of the intra frames of the video stream; and

processing some or all of the intra frames and some or all of predictive frames in the video stream.

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4.   A method as defined in claim 3, further comprising one or more of:

displaying each intra frame of the video stream; and

displaying some of the intra frames of the video stream; and

displaying some or all of the intra frames and some or all of the predictive

frames of the video stream.

5.   A method as defined in claim 1, further comprising the client negotiating

with the source such that only the key frames are downloaded by the client from the source

over the connection.

6.   A method as defined in claim 5, further comprising the client receiving key

frames of a video stream whose bandwidth is not supported by the connection, wherein a

bandwidth of the key frames is supported by the connection.

7.   A method as defined in claim 6, further comprising:

monitoring the connection to determine a bandwidth of the connection; and

renegotiating with the source to identify which frames of the video stream are

downloaded by the client.

8.   A method as defined in claim 7, wherein the frames downloaded by the client

after renegotiating with the source comprise one or more of:

all intra frames of the video stream; and

some of the intra frames of the video stream.

9.   In a system that receives a video stream from a source over a connection that has a connection bandwidth, a method for displaying the video stream when the video stream requires more bandwidth than connection bandwidth, the method comprising:

connecting with the source to select and receive a video stream, wherein the video stream is available in one or more versions and wherein each version requires a different bandwidth; and

negotiating with the source such that only key frames of the selected version of the video stream are downloaded from the source if the bandwidth of the selected version of the video stream exceeds the connection bandwidth and if the key frames do not exceed the connection bandwidth.

10.   A method as defined in claim 9, wherein negotiating with the source such that only key frames of the video stream are downloaded from the source further comprises negotiating to download at least some of the intra frames of the selected video stream.

11.   A method as defined in claim 9, further comprising assessing available memory of a set top box, wherein the available memory of the set top box affects which version of the video stream is selected by the set top box.

12.   A method as defined in claim 9, wherein negotiating with the source such that only key frames of the selected version of the video stream are downloaded from the source further comprises renegotiating which frames are downloaded from the source if the connection bandwidth changes.

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13.   A method as defined in claim 12, wherein negotiating with the source such that only key frames of the selected version of the video stream are downloaded from the source further comprises:

monitoring the connection bandwidth; and

negotiating with the source such that the frames downloaded to the set top box depend on how much connection bandwidth is available.

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14.   In a set top box that has a memory and a connection with a video stream source, a method for displaying a video stream when the memory of the set top box and a bandwidth of the connection do not support displaying the video stream, the method comprising:

connecting with the video stream source in order to access and display a video stream;

downloading the selected video stream;

monitoring the memory of the set top box as the selected video stream is decoded, wherein only key frames of the video stream are decoded if the memory is insufficient to decode the entire selected video stream; and

monitoring the bandwidth of the connection between the set top box and the source, wherein the set top box negotiates with the source to only download key frames of the video stream if the bandwidth of the connection does not support the selected video stream.

15.   A method as defined in claim 14, wherein connecting with the video stream source further comprises assessing the bandwidth of the connection and the memory of the set top box before selecting a video stream from the source.

16.   A method as defined in claim 15, wherein the selected video stream requires a bandwidth that is greater than the bandwidth of the connection between the set top box and the source.

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17.   A method as defined in claim 16, wherein the memory of the set top box as the selected video stream is decoded further comprises eliminating buffers required for decoding the video stream.

18.   A method as defined in claim 17, further comprising writing the decoded key frames to a screen without scaling the decoded key frames.

19.   A method as defined in claim 14, wherein the key frames are intra frames.

20.   A method as defined in claim 14, wherein downloading the video stream further comprises negotiating with the server to download key frames of the video stream.

21.   A method as defined in claim 14, wherein monitoring the memory of the set top box as the selected video stream is decoded further comprises discarding frames of the video stream that are not key frames.

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22.   In a system that receives a video stream from a source over a connection that has a connection bandwidth, a computer program product for implementing a method for displaying the video stream when the video stream requires more bandwidth than connection bandwidth, the computer program product comprising:

a computer readable medium having computer executable instructions for performing the method, the method comprising:

connecting with the source to select and receive a video stream, wherein the video stream is available in one or more versions and wherein each version requires a different bandwidth; and

negotiating with the source such that only key frames of the selected version of the video stream are downloaded from the source if the bandwidth of the selected version of the video stream exceeds the connection bandwidth and if the key frames do not exceed the connection bandwidth.

23.   A computer program product as defined in claim 22, wherein negotiating with the source such that only key frames of the video stream are downloaded from the source further comprises negotiating to download at least some of the intra frames of the selected video stream.

24.   A computer program product as defined in claim 22, further comprising assessing available memory of a set top box, wherein the available memory of the set top box affects which version of the video stream is selected by the set top box.

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25.   A computer program product as defined in claim 22, wherein negotiating with the source such that only key frames of the selected version of the video stream are downloaded from the source further comprises renegotiating which frames are downloaded from the source if the connection bandwidth changes.

26.   A computer program product as defined in claim 25, wherein negotiating with the source such that only key frames of the selected version of the video stream are downloaded from the source further comprises:

monitoring the connection bandwidth; and

negotiating with the source such that the frames downloaded to the set top box depend on how much connection bandwidth is available.

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27.   In a set top box that has a memory and a connection with a video stream source, computer program product for implementing a method for displaying a video stream when the memory of the set top box and a bandwidth of the connection do not support displaying the video stream, the computer program product comprising:

a computer readable medium having computer executable instructions for performing the method, the method comprising:

connecting with the video stream source in order to access and display a video stream;

downloading the selected video stream;

monitoring the memory of the set top box as the selected video stream is decoded, wherein only key frames of the video stream are decoded if the memory is insufficient to decode the entire selected video stream; and

monitoring the bandwidth of the connection between the set top box and the source, wherein the set top box negotiates with the source to only download key frames of the video stream if the bandwidth of the connection does not support the selected video stream.

28.   A computer program product as defined in claim 27, wherein connecting with the video stream source further comprises assessing the bandwidth of the connection and the memory of the set top box before selecting a video stream from the source.

29.   A computer program product as defined in claim 28, wherein the selected video stream requires a bandwidth that is greater than the bandwidth of the connection between the set top box and the source.

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30.   A computer program product as defined in claim 27, wherein the memory of the set top box as the selected video stream is decoded further comprises eliminating buffers required for decoding the video stream.

31.   A computer program product as defined in claim 30, further comprising writing the decoded key frames to a screen without scaling the decoded key frames.

32.   A computer program product as defined in claim 27, wherein the key frames are intra frames.

33.   A computer program product as defined in claim 27, wherein downloading the video stream further comprises negotiating with the server to download key frames of the video stream.

34.   A computer program product as defined in claim 27, wherein monitoring the memory of the set top box as the selected video stream is decoded further comprises discarding frames of the video stream that are not key frames.

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